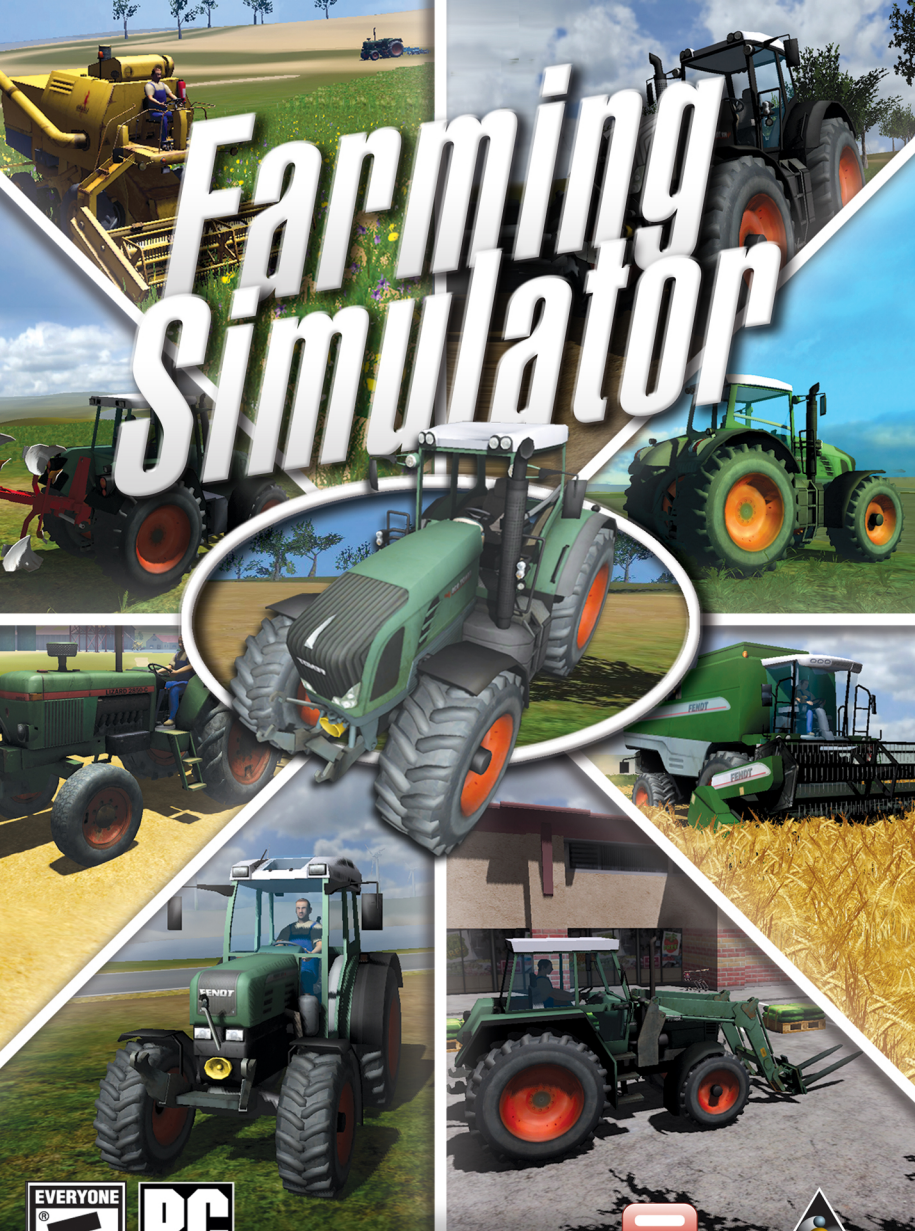


Farming Simulator



Farming Simulator

Gameplay Controls

Return to menu



Cruise control levels



Switch between vehicles



Walk/drive forward



Refuel



Switch through PDA screens



Call trader



Attach/detach implement
Tip trailer

Enter/leave vehicle

Walk/steer to the left



Walk/steer to the right



Activate/deactivate cutter
Switch between attached implements

Walk/drive backward

Toggle lights

Hire employee



Implement special function 2

Lift/lower implement

Run



Select camera

Implement special function 1

Front loader controls

Hide text box



Adjust camera distance

You can control the game with a steering wheel or a gamepad as well.

Farming Simulator

Vehicles and Implements



Tractors

Tractors are essential for your daily work.

The old tractor you own at the start of the career mode is not very efficient and won't get you far. As soon as you can afford a more powerful vehicle, you should visit the local Fendt Station.

Front Loader

The front loader tractor allows you to perform several transport tasks, such as carrying straw bales onto the conveyor belt at your farm or transporting pallets from A to B.



Plows

Before you can seed your field, you need to loosen up the soil with a plow. There are several plows of different sizes available in the game.

Sowing Machines

You can freely select what you want to sow. You can choose between wheat, barley, corn, canola and grass. You only have to sow grass once as it regrows after you've mowed it.



Sprayers

You need to tend your fields, or you won't get the best harvest out of your fields. While the plants are growing you should fertilize them with the sprayer. You can buy two sprayers with different working widths at the store.



Combine Harvester

Once the grain is ripe you can climb into a combine, attach the fitting cutter and harvest the field.

To harvest corn you need to attach the specially designed corn cutter.



Farming Simulator

Trailers

Once the combine's grain tank is full, you can unload the harvest into a tipper. Then you can drive the trailer to one of the three grain stations (mill, port, brewery) where you receive money for your crop.



Quad Baler

The straw that accumulates during the threshing process can be pressed into bales with the baler. You can transport these bales with the front loader to the straw elevator at your farm. You can also use the baler to press dry grass to hay bales (see below).



Cultivators

You use a cultivator to work the soil of a freshly harvested field. After cultivating a field, you can just seed it again. It is up to you if you want to plow the field beforehand.



Mowers

Grass ready to be mowed can be recognized by the flowers growing in it. Attach a mower to your tractor and drive over the meadow.



Grass Forage Wagon

The grass forage wagon automatically loads mowed grass. You simply need to attach the wagon to a tractor, activate it and then drive over the mowed grass. Grass can be dumped on the grass heap at your farm, which earns you some money.



Tedder

To accelerate the drying process of mowed grass, you can turn it over with the rotor tedder. The dry hay can then be gathered with the forage wagon or you can press it into bales with the baler.



Windrower

The windrower prepares mowed grass by raking it into windrows which, makes it easier for the forage wagon or the baler to collect it.





Landmarks of the Island

- 1 Chapel
- 2 Sports Court
- 3 Supermarket
- 4 Garden Center
- 5 Lighthouse
- 6 Beach Parking Lot
- 7 Fendt Station
- 8 Village
- 9 Brewery
- 10 Port
- 11 Stone Circle
- 12 Construction Site
- 13 Farm
- 14 Mill
- 15 Bay

Farming Simulator

Missions

There are 17 missions in the game which offer you a quick introduction and give you the opportunity to directly try out the different vehicles and tools.

Missions with a green border are part of a series of tutorials that show you the necessary steps to cultivate a field successfully.



When you start a mission, a set of photos explains the current objective and shows all the relevant shortcut keys.

Each mission either needs to be completed within a given time limit, or a certain goal has to be reached.

Depending on how well you did, you receive either a bronze, a silver or a gold medal at the end of a mission.

Farming Simulator

Career Mode

In the career mode you are free to do whatever you want.

When starting a new career, you can select a save state which keeps track of your progress. Then you can choose one of three difficulty levels. The difficulty determines, among other things, your starting capital, the amount of grain you already have in your silos, and the prices for delivered grain.



The Farm

You start the game with a moderate pool of vehicles and tools which largely consists of decrepit machinery.

Although you can certainly work with this equipment, you should purchase more powerful machines as soon as you have the financial means.

Refueling

There is a gas pump at your farm you can use to fuel up your vehicles. As soon as you are within range of it, a green symbol is displayed, and you can start refueling with T.

One liter of diesel costs 0.70 \$.

The fuel gauge at the bottom right turns red if your vehicle is soon running out of gas. Keep an eye on it.



Farming Simulator

Silos

There are several silos at your farm where you can store your harvest temporarily. Each silo is labeled with the grain type it contains. To store your harvest in a silo you have to unload the filled tipper in the southwestern corner of the farm. When the tipper stands in its correct position, a green symbol is displayed, and you can unload the tipper with Q.

To load a tipper you have to steer it underneath the silo. The pipe opens automatically as soon as you're positioned correctly.



Fields

To earn money you need to cultivate the island's fields (see tutorial missions) and deliver the harvest to one of the three grain stations (mill, port, brewery). The prices of the grain types change continuously and not every station accepts all types of grain or pays the same price.

Your PDA informs you about the current prices at all times.



Fendt Station

The local farm machines trader offers a broad range of vehicles and tools. Here you can invest your hard-earned money in better equipment and sell your old vehicles.

The store's buying prices always stay the same. If you want to sell something, the sum of money you get largely depends on your current reputation (see next page).



Farming Simulator

Your PDA

Press the I key to call your PDA. Pressing I repeatedly allows you to click through the screens.

The PDA either displays a map of your surroundings, the weather forecast, the current grain prices or your personal statistics.



Your Reputation

When you start your career, you are a stranger on the island, and you have to gain the residents' respect first. This is measured by your reputation which increases when you perform certain tasks.

The higher your reputation gets, the more money you receive when you sell an old vehicle or implement at the Fendt Station.

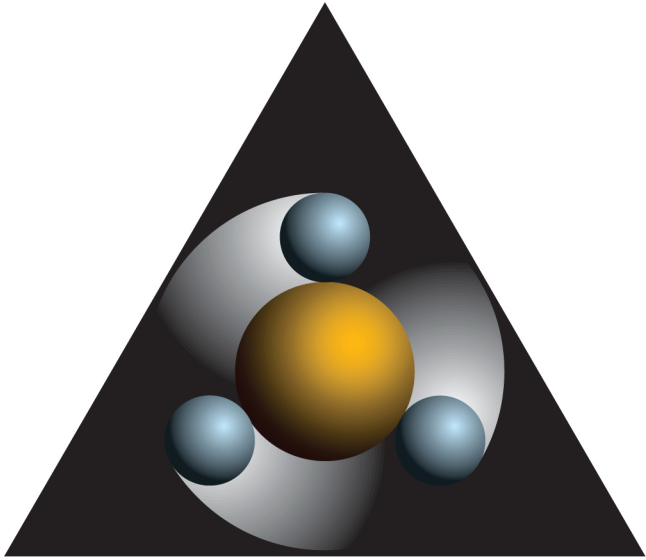
Side Jobs

To increase your reputation, you have the possibility to take up side jobs. For example there are a lot of returnable bottles scattered across the island. You can collect those and return them to a container. With each returned bottle your reputation goes up by 1%.



Game Hints

- If the price of a grain type you intended to sell goes down rapidly, you are recommended to keep the grain in your silo for a few days until the price has recovered.
- When playing on Easy or Normal you should sell the content of your silos right at the start to earn a respectable sum.
- Pressing P allows you to call the trader directly, without you actually having to go there. However, you still have to pick up the acquired machines at the Fendt Station.
- If by accident a tractor gets lost in the water or stuck somewhere, you can use the <Reset Vehicles> option in the career menu. All vehicles and implements of the currently selected save game will be reset to the farm.
- If you manage to raise your reputation up to 100%, you receive 85% of the initial buying price when selling an old machine at the Fendt Station.



TRI SYNERGY

www.trisynergy.com

**Visit TRISYNERGY.COM for
more Premium Software!**

TRAINZ™ SIMULATOR 2009

WORLD BUILDER
EDITION



OVER 1 MILLION
COPIES SOLD

Farm Simulator



Annie's MILLIONS

A Hidden Object Shopping Spree!



WILLIAM R. FISHER'S

TOMB OF ZOJR

LAST HALF OF DARKNESS

WRF Studios



LAVASOFT

Ad-Aware®

anti-virus + anti-spyware



The Power to Protect Your Privacy

